

CLAIM AMENDMENT

Please amend the claims in accordance with the following listing.

Listing of Claims

1. (previously presented) A method of simulating a game accessory, comprising:
 inputting, by a player at one of a plurality of communication terminals connected via a
communications link, an instruction to determine an outcome;
 randomly determining at said one terminal, a signal representing said outcome to send to
each other terminal of said plurality of terminals for display; and
 displaying a game accessory at each terminal of the plurality of terminals, wherein the game
accessory displayed at said each terminal of the plurality of terminals (i) indicates the outcome, and
(ii) identifies the player who inputted the instruction.
2. (original) The method of claim 1, wherein said communications link is one of a telephone line
and a wireless link.
3. (cancelled)
4. (previously presented) The method of claim 1, wherein said game accessory is one or more
die.
5. (cancelled)
6. (cancelled)
7. (original) The method of claim 1, wherein said signal is an inband signal transmitted over said
communications link.

8. (original) The method of claim 7, wherein said inband signal comprises at least one dual tone multi-frequency (DTMF) signal.

9. (previously presented) The method of claim 1, wherein the step of displaying comprises:
defining a plurality of identifiers used to differentiate between said terminals;
determining at each of said terminals, from which terminal said signal originated; and
indicating at each of said terminals, said outcome and originating terminal identifier.

10. (original) The method of claim 9, wherein conversing parties associated with said terminals can spontaneously set up and play a game without interfering with an ongoing conversation over said communications link.

11. (original) The method of claim 9, wherein each identifier is represented by a different color emitted by one or more light emitting diodes (LEDs).

12. (cancelled)

13. (previously presented) The method of claim 1, wherein the communications link comprises a wireless communications link, at least one of said terminals is a wireless telephone capable of establishing the wireless communications link, and said signal representing said outcome is transmitted over the wireless communications link.

14. (cancelled)

15. (cancelled)

16. (cancelled)

17. (currently amended) Apparatus for simulating a game accessory, comprising:
means for inputting by a player at one of a plurality of communication terminals connected via a communications link, an instruction to determine ~~an~~ a random outcome;

means for randomly determining at said one terminal, a signal representing said outcome to send to each other terminal of said plurality of terminals for display; and

means for displaying a game accessory at each terminal of the plurality of terminals, wherein the game accessory displayed at said each terminal of the plurality of terminals (i) indicates the outcome, and (ii) identifies the player who inputted the instruction.

18. (original) The apparatus of claim 17, wherein said communications link is one of a telephone line and a wireless link.

19. (cancelled)

20. (previously presented) The apparatus of claim 17, wherein said game accessory is one or more die.

21. (cancelled)

22. (cancelled)

23. (original) The apparatus of claim 17, wherein said signal is an inband signal transmitted over said communications link.

24. (original) The apparatus of claim 23, wherein said inband signal comprises at least one dual tone multi-frequency (DTMF) signal.

25. (previously presented) The apparatus of claim 17, wherein said means for displaying comprises:

means for defining a plurality of identifiers used to differentiate between said terminals;

means for determining at each of said terminals, from which terminal said signal originated;

and

means for indicating at each of said terminals, said outcome and originating terminal identifier.

26. (original) The apparatus of claim 25, wherein conversing parties associated with said terminals can spontaneously set up and play a game without interfering with an ongoing conversation over said communications link.

27. (original) The apparatus of claim 25, wherein each identifier is represented by a different color emitted by one or more light emitting diodes (LEDs).

28. (cancelled)

29. (previously presented) The apparatus of claim 17, wherein the communications link comprises a wireless communications link, at least one of said terminals is a wireless telephone capable of establishing the wireless communications link, and said signal representing said outcome is transmitted over the wireless communications link.

30. (cancelled)

31. (cancelled)

32. (cancelled)

33. (currently amended) A method of simulating a game accessory, comprising:
defining a plurality of identifiers used to differentiate between a plurality of communication terminals connected via a communications link;
receiving, from a player at one of said terminals, an instruction to determine ~~an~~ a random outcome;
randomly determining at said one terminal, a signal representing said outcome to send to each of said terminals for display;
determining at each of said terminals, from which terminal said signal originated; and

displaying a game accessory, at each terminal of said plurality of terminals, the game accessory displayed at said each terminal (i) indicating said outcome and (ii) identifying the player who inputted the instruction using originating terminal identifier.

34. (original) The method of claim 33, wherein each identifier is represented by a different color emitted by one or more light emitting diodes (LEDs).

35. (original) The method of claim 33, wherein said communications link is one of a telephone line and a wireless link.

36. (cancelled)

37. (previously presented) The method of claim 33, wherein said game accessory is one or more die.

38. (cancelled)

39. (cancelled)

40. (cancelled)

41. (previously presented) The method of claim 33, wherein the communications link comprises a wireless communications link, at least one of said terminals is a wireless telephone capable of establishing the wireless communications link, and said signal representing said outcome is transmitted over the wireless communications link.

42. (cancelled)

43. (cancelled)

44. (cancelled)

45. (previously presented) Apparatus for simulating a game accessory, comprising:
means for defining a plurality of identifiers used to differentiate between a plurality of communication terminals connected via a communications link;
means for receiving from a player at one of said terminals, an instruction to determine an outcome;
means for randomly determining at said one terminal, a signal representing said outcome to send to each of said terminals for display;
means for determining at each of said terminals, from which terminal said signal originated;
and
means for displaying a game accessory at each terminal of said plurality of terminals, wherein the game accessory displayed at said each terminal (i) indicates said outcome and (ii) identifies the player who inputted the instruction using originating terminal identifier.

46. (original) The apparatus of claim 45, wherein each identifier is represented by a different color emitted by one or more light emitting diodes (LEDs).

47. (original) The apparatus of claim 45, wherein said communications link is one of a telephone line and a wireless link.

48. (cancelled)

49. (previously presented) The apparatus of claim 45, wherein said game accessory is one or more die.

50. (cancelled)

51. (cancelled)

52. (cancelled)

53. (previously presented) The apparatus of claim 45, wherein the communications link comprises a wireless communications link, at least one of said terminals is a wireless telephone capable of establishing the wireless communications link, and said signal representing said outcome is transmitted over the wireless communications link.

54. (cancelled)

55. (cancelled)

56. (cancelled)

57. (cancelled)

58. (cancelled)

59. (cancelled)

60. (cancelled)

61. (cancelled)

62. (cancelled)

63. (cancelled)

64. (cancelled)

65. (cancelled)

66. (cancelled)

67. (cancelled)

68. (cancelled)

69. (cancelled)

70. (cancelled)

71. (cancelled)

72. (cancelled)

73. (cancelled)

74. (cancelled)

75. (cancelled)

76. (cancelled)

77. (cancelled)

78. (cancelled)

79. (cancelled)

80. (cancelled)

81. (previously presented) A method of simulating a game accessory, comprising:
inputting by a player at one of a plurality of communication terminals connected via a
communications link, an instruction to determine an outcome;

determining at said one terminal, a signal representing said outcome to send to each other terminal of said plurality of terminals for display; and

displaying a game accessory at each terminal of said plurality of terminals, wherein the game accessory displayed at said each terminal (i) indicates said outcome, and (ii) identifies the player who inputted the instruction using identifier of said one terminal.

82. (original) The method of claim 81, wherein said communications link is one of a telephone line and a wireless link.

83. (original) The method of claim 81, wherein said signal is determined randomly.

84. (cancelled)

85. (previously presented) The method of claim 81, wherein said game accessory is one or more die.

86. (cancelled)

87. (cancelled)

88. (original) The method of claim 81, wherein said displayed outcome simulates a timer.

89. (original) The method of claim 81, wherein said displayed outcome enables a game player to indicate a bet.

90. (cancelled)

91. (previously presented) The method of claim 81, wherein the communications link comprises a wireless communications link, at least one of said terminals is a wireless telephone capable of establishing the wireless communications link, and said signal representing said outcome is transmitted over the wireless communications link.

92. (cancelled)

93. (cancelled)

94. (cancelled)

95. (previously presented) Apparatus for simulating a game accessory, comprising:
means for inputting by a player at one of a plurality of communication terminals connected via a communications link, an instruction to determine an outcome;
means for determining at said one terminal, a signal representing said outcome to send to each other terminal of said plurality of terminals for display; and
means for displaying a game accessory at each terminal of said plurality of terminals, wherein the game accessory displayed at said each terminal (i) indicates said outcome and (ii) identifies the player who inputted the instruction using originating terminal identifier.

96. (original) The apparatus of claim 95, wherein said communications link is one of a telephone line and a wireless link.

97. (original) The apparatus of claim 95, wherein said signal is determined randomly.

98. (cancelled)

99. (previously presented) The apparatus of claim 95, wherein said game accessory is one or more die.

100. (cancelled)

101. (cancelled)

102. (original) The apparatus of claim 95, wherein said displayed outcome simulates a timer.

103. (original) The apparatus of claim 95, wherein said displayed outcome enables a game player to indicate a bet.

104. (cancelled)

105. (previously presented) The apparatus of claim 95, wherein the communications link comprises a wireless communications link, at least one of said terminals is a wireless telephone capable of establishing the wireless communications link, and said signal representing said outcome is transmitted over the wireless communications link.

106. (cancelled)

107. (cancelled)

108. (cancelled)

109. (previously presented) A method of simulating a game accessory used by a plurality of game players to play a game, comprising:

inputting, at one of a plurality of wireless telephones connected via a communications link, an instruction to determine an outcome associated with a specific one of the game players, each wireless telephone including a random number generator;

randomly determining at said one wireless telephone using the random number generator therein, a signal representing said outcome to send to each other wireless telephone of said plurality of wireless telephones for display, wherein at least one dual tone multi-frequency (DTMF) signal representing said outcome is transmitted over said communications link by said one wireless telephone; and

displaying a game accessory at each telephone of said plurality of telephones, wherein the game accessory displayed at said each telephone (i) indicates said outcome and (ii) identifies the specific player.

110. (previously presented) The method of claim 109 wherein said communications link is a wireless link.

111. (cancelled)

112. (previously presented) The method of claim 109 wherein said game accessory is one or more die.

113. (previously presented) The method of claim 109, further comprising:
defining a plurality of identifiers used to differentiate between said wireless telephones; and
determining, at each of said wireless telephones, from which wireless telephone said signal originated.

114. (previously presented) The method of claim 113 wherein conversing parties associated with said wireless telephones can spontaneously set up and play a game, using at least two wireless telephones of the plurality of wireless telephones, without interfering with an ongoing conversation over said communications link.

115. (previously presented) The method of claim 113 wherein each identifier is represented by a different color emitted by one or more light emitting diodes (LEDs) included in the wireless telephones of the plurality of wireless telephones.

116. (previously presented) The method of claim 109 wherein the step of displaying comprises displaying the outcome using a color that identifies the specific game player that the outcome is associated with.

117. (previously presented) Apparatus for simulating a game accessory used by a plurality of game players to play a game, comprising:

means for inputting at one of a plurality of wireless telephones connected via a communications link, an instruction to determine an outcome associated with a specific one of the game players, each wireless telephone including a random number generator;

means for randomly determining, at said one wireless telephone using the random number generator therein, a signal representing said outcome to send to each of said wireless telephones for display, wherein at least one dual tone multi-frequency (DTMF) signal representing said outcome is transmitted over said communications link by said one wireless telephone; and

means for displaying a game accessory at each telephone of said plurality of telephones, wherein the game accessory displayed at said each telephone (i) indicates said outcome and (ii) identifies the specific player.

118. (previously presented) The apparatus of claim 117 wherein said communications link is a wireless link.

119. (cancelled)

120. (previously presented) The apparatus of claim 117 wherein said game accessory is one or more die.

121. (previously presented) The apparatus of claim 117, further comprising:

means for defining a plurality of identifiers used to differentiate between said wireless telephones; and

means for determining at each of said wireless telephones, from which wireless telephone said signal originated.

122. (previously presented) The apparatus of claim 121 wherein conversing parties associated with said wireless telephones can spontaneously set up and play a game, using at least two wireless telephones of the plurality of wireless telephones, without interfering with an ongoing conversation over said communications link.

123. (previously presented) The apparatus of claim 121 wherein each identifier is represented by a different color emitted by one or more light emitting diodes (LEDs) included in the wireless telephones of the plurality of wireless telephones.

124. (previously presented) The apparatus of claim 117 wherein the means for displaying comprises means for displaying the outcome using a color which identifies the specific game player that the outcome is associated with.

125. (previously presented) A method of simulating a game accessory used by a plurality of game players to play a game, comprising:

- defining a plurality of identifiers used to differentiate between a plurality of wireless telephones connected via a communications link;

- inputting, at one of said wireless telephones, an instruction to determine an outcome associated with a specific one of the game players;

- using a random number generator located in said one wireless telephone to randomly determine, at said one wireless telephone, a signal representing said outcome to send to each of said wireless telephones for display, wherein at least one dual tone multi-frequency (DTMF) signal representing said outcome is transmitted over said communications link;

- determining at each of said wireless telephones, from which wireless telephone said signal originated; and

- displaying a game accessory at each of said wireless telephones, wherein the game accessory indicates (i) said outcome and (ii) originating wireless telephone identifier.

126. (previously presented) The method of claim 125 wherein conversing parties associated with said wireless telephones can spontaneously set up and play a game, using at least two wireless telephones of the plurality of wireless telephones, without interfering with an ongoing conversation over said communications link.

127. (previously presented) The method of claim 125 wherein each identifier is represented by a different color emitted by one or more light emitting diodes (LEDs) included in the wireless telephones of the plurality of wireless telephones.

128. (previously presented) The method of claim 125 wherein said communications link is a wireless link.

129. (cancelled)

130. (previously presented) The method of claim 129 wherein said game accessory is one or more die.

131. (previously presented) The method of claim 125 wherein the step of displaying comprises displaying the outcome using a color that identifies the specific game player that the outcome is associated with.

132. (previously presented) Apparatus for simulating a game accessory used by a plurality of game players to play a game, comprising:

- means for defining a plurality of identifiers used to differentiate between a plurality of wireless telephones connected via a communications link;

- means for inputting, at one of said wireless telephones, an instruction to determine an outcome associated with a specific one of the game players;

- a random number generator located in said one wireless telephone for randomly determining, at said one wireless telephone, a signal representing said outcome to send to each other wireless telephone of said plurality of wireless telephones for display, wherein at least one dual tone multi-frequency (DTMF) signal representing said outcome is transmitted over said communications link;

- means for determining at each of said wireless telephones, from which wireless telephone said signal originated; and

- means for displaying a game accessory at each of said wireless telephones, wherein the game accessory indicates (i) said outcome and (ii) an identifier associated with the wireless telephone from which said signal originated.

133. (previously presented) The apparatus of claim 132 wherein conversing parties associated with said wireless telephones can spontaneously set up and play a game, using at least two wireless telephones of the plurality of wireless telephones, without interfering with an ongoing conversation over said communications link.

134. (previously presented) The apparatus of claim 132 wherein each identifier is represented by a different color emitted by one or more light emitting diodes (LEDs) included in the wireless telephones of the plurality of wireless telephones.

135. (previously presented) The apparatus of claim 132 wherein said communications link is a wireless link.

136. (cancelled)

137. (previously presented) The apparatus of claim 132 wherein said game accessory is one or more die.

138. (previously presented) The apparatus of claim 132 wherein the means for displaying the outcome uses a color that identifies the specific game player that the outcome is associated with.

139. (previously presented) A method of simulating a game accessory used by a plurality of game players to play a game, comprising:

inputting, at one of a plurality of wireless telephones connected via a communications link, an instruction to determine an outcome associated with a specific one of the game players, each wireless telephone including a number generator;

determining, at said one wireless telephone using the number generator therein, a signal representing said outcome to send to each other wireless telephone of said plurality of wireless telephones for display; and

causing each wireless telephone of said plurality of wireless telephones to display a game accessory indicating (i) said outcome, and (ii) the specific one of the game players.

140. (previously presented) The method of claim 139 wherein conversing parties associated with said wireless telephones can spontaneously set up and play a game, using at least two wireless telephones of the plurality of wireless telephones, without interfering with an ongoing conversation over said communications link.

141. (previously presented) The method of claim 139 wherein said signal is determined randomly.

142. (cancelled)

143. (previously presented) The method of claim 139 wherein said game accessory is one or more die.

144. (previously presented) The method of claim 139 wherein the step of causing comprises causing said each wireless telephone for displaying the outcome using a color which identifies the specific game player that the outcome is associated with.

145. (previously presented) Apparatus for simulating a game accessory used by a plurality of game players to play a game, comprising:

means for inputting, at one of a plurality of wireless telephones connected via a communications link, an instruction to determine an outcome associated with a specific one of the game players, each wireless telephone including a number generator;

means for determining, at said one wireless telephone using the number generator therein, a signal representing said outcome to send to each other wireless telephone of said plurality of wireless telephones for display; and

means for causing each wireless telephone of said plurality of wireless telephones to display a game accessory indicating (i) said outcome, and (ii) the specific one of the game players.

146. (previously presented) The apparatus of claim 145 wherein conversing parties associated with said wireless telephones can spontaneously set up and play a game, using at least two wireless telephones of the plurality of wireless telephones, without interfering with an ongoing conversation over said communications link.

147. (previously presented) The apparatus of claim 145 wherein said signal is determined randomly.

148. (cancelled)

149. (previously presented) The apparatus of claim 145 wherein said game accessory is one or more die.

150. (previously presented) The apparatus of claim 145 wherein the means for causing comprises means for causing said each wireless telephone to display the outcome using a color that identifies the specific game player that the outcome is associated with.

151. (previously presented) A wireless telephone for simulating a game accessory used by a plurality of game players to play a game, comprising:

- means for inputting an instruction to determine an outcome associated with a specific one of the game players;

- a random number generator for randomly determining a signal representing said outcome without interfacing with any device external to said wireless telephone;

- a signal generator for transmitting to at least one external device over a communications link at least one dual tone multi-frequency (DTMF) signal representing said outcome determined by said random number generator; and

- means for causing said at least one external device to display a game accessory, wherein the game accessory indicates the outcome using a color that identifies the specific game player that the outcome is associated with.

152. (previously presented) A method of simulating a game accessory used by a plurality of game players to play a game, comprising:

- inputting an instruction to determine an outcome associated with a specific one of the game players;

- randomly determining a signal representing said outcome; and

- displaying a game accessory indicating the outcome using a color that identifies the specific game player that the outcome is associated with.

153. (previously presented) A wireless telephone for simulating a game accessory used by a plurality of game players to play a game, comprising:

means for decoding a first dual tone multi-frequency (DTMF) signal representing a randomly determined first outcome received from another wireless telephone via a communications link, the first outcome being associated with a first one of the game players; and

means for displaying a game accessory that indicates the first outcome using a first color that identifies the first game player that the first outcome is associated with.

154. (previously presented) The wireless telephone of claim 153 further comprising:

means for inputting an instruction to determine a second outcome to transmit to the other wireless telephone;

a random number generator for randomly determining a second signal representing said second outcome, the second outcome being associated with a second one of the game players, the second signal being determined without interfacing with any device external to said wireless telephone;

a signal generator for transmitting over a communications link to the other wireless telephone a second DTMF signal representing said second outcome determined by said random number generator; and

means for displaying a game accessory indicating the second outcome using a second color which identifies the second game player that the second outcome is associated with.

155. (previously presented) A method of simulating a game accessory, comprising:

(a) establishing a communications link between a first wireless telephone and a second wireless telephone;

(b) inputting, by a game player located at the first wireless telephone, an instruction to determine an outcome;

(c) randomly determining, at said first wireless telephone, a signal representing said outcome to send to said second wireless telephone via the communications link for display; and

(d) displaying a game accessory at said first and second wireless telephones that (i) indicates the outcome, and (ii) identifies at least one of the game player and the first wireless telephone.